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GAME BOY ADVANCE



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Mild Violence

GAME BOY ADVANCE

AGB-ATWE-USA

TETRIS



WORLDS

INSTRUCTION BOOKLET





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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

NOTE: To play multi-player Tetris, each player needs a copy of Tetris Worlds™. See page 22 for details.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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The classic game of Tetris has inherited several terms throughout the years. To help you become better acquainted to the world of Tetris, some of the terms are listed below.

- Matrix** _____ The game board or grid where all the pieces move around.
- Tetrion** _____ The device that contains the Matrix.
- Tetriminos** _____ The seven shapes formed by the joining of four blocks.
- Block** _____ A quarter of a Tetrimino, it takes four Blocks to create a Tetrimino.
- Minos** _____ Your mascot character throughout the game.
- Hard Drop** _____ The Tetrimino drops immediately to the bottom.
- Soft Drop** _____ The Tetrimino drops faster than normal, but slower than a Hard Drop.

- Tetris** _____ The action of clearing four lines at once.
- Garbage** _____ Any Blocks in the Matrix at the beginning of a game. Garbage can be added to the bottom of the Matrix of a multi-player game.
- Multiminis** _____ Tetriminos that contain blocks of more than one color.
- Sticky Blocks** _____ Blocks that glue together when next to the same color.
- Polyminos** _____ Shapes formed by the joining together of Sticky Blocks.
- Critical Mass** _____ An event when a Polymino contains 25 or more Sticky Blocks.
- Lock Down** _____ The moment at which the Tetrimino can no longer be moved.
- Gravity** _____ The condition where blocks can fall after Lock Down.
- Cascades** _____ Multiple Line Clears caused by Gravity.

- Line Clear _____ The event when 10 Blocks are aligned together in a row.
- T-Spin _____ The action of rotating the "T" Tetrimino into a tight space.
- Hot-Line _____ A specially marked row of cells in the Matrix.
- Fusion _____ When one or more Atom Blocks connect to and become Fusion Blocks.
- Pure Square _____ A 4 x 4 square formed by joining four identical Tetriminos.
- Combo Square _____ A 4 x 4 square formed by joining two or more different Tetriminos.
- Avalanche _____ The event when Tetriminos turn into Blocks and collapse.
- Hold Piece _____ A Tetrimino that can be used once every turn.



GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Tetris Worlds™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

Button Command Action

A Button _____ Rotate clockwise

B Button _____ Rotate counter-clockwise

Control Pad UP _____ Hard drop

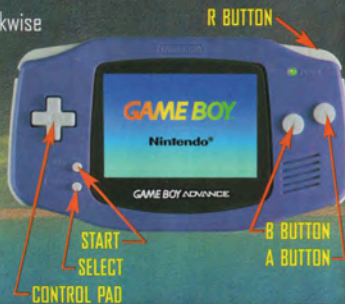
Control Pad DOWN _____ Soft drop

Control Pad LEFT _____ Move piece left

Control Pad RIGHT _____ Move piece right

R Button _____ Hold piece

START _____ Pause game



MAIN MENU

Use the Control Pad to highlight an option, then press the A Button to confirm.

Marathon _____ Play a game of Tetris until the Tetriminos reach the top and the game is over.

Ultra _____ Complete specific objectives within a limited amount of time.

Skill Level _____ Use the Control Pad LEFT/RIGHT to select a difficulty from Easy (I) to Hard (I5).

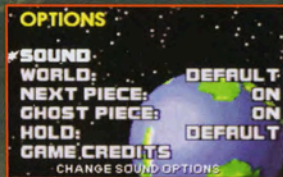
Options _____ Customize Tetris Worlds™. See the next section for more information.

VS. Tetris _____ Two players can compete against each other by using the Game Boy® Advance Game Link® cable! See page 22.



OPTIONS

- Sound** — Adjust the sound options in the game. Select a song, increase/decrease volume for music or sound effects, and turn music or sound effects ON or OFF.
- World** — Select a world to begin gameplay or select Default to allow the game to choose for you.
- Next Piece** — Choose ON to view the next three available Tetriminos. Select OFF to not see any of the upcoming pieces, making the game more difficult.
- Ghost Piece** — Select ON or OFF. When ON, an outline of the current Tetrimino will appear on the bottom of the screen, helping you see where to drop it.
- Hold** — When ON, you can press the R Button to move the current Tetrimino to the side. When you want to use the piece, press the R Button to bring it back to the game screen. Select OFF to disable this option. Select Default to allow the game to choose for you.



PLAYING A GAME

Game Style

Choose either MARATHON or ULTRA from the Main Menu to begin a new game.

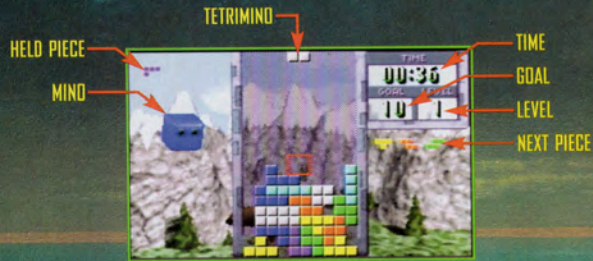
- **Marathon** — Play until you lose. You lose when the Tetriminos reach the top!
- **Ultra** — Try and beat your best time while limited to 2 minutes per round.



Select Game Menu

Now select a game mode to begin play. See GAME MODES on pages 13 — 21 for descriptions of each game available in Tetris Worlds™.

The Game Screen



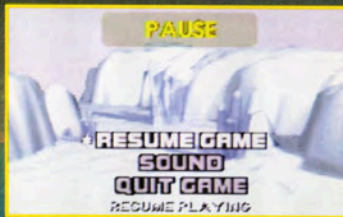
Aside from showing the Tetrion (the game board where the Tetriminos move around in) the game screen also displays important information about the current game.

- Tetrimino** ____ A Tetrimino is the current game piece you are able to control before it rests on the bottom of the Matrix.
- Goal** ____ The number of lines that need to be cleared in order to Level Up.
- Level** ____ The current Level that the player is playing at.
- Level Time** ____ (Ultra) The remaining time left in order to achieve the Goal.
- Total Time** ____ (Marathon) The total time that the player has been playing that level.
- Next Piece** ____ Turn ON the NEXT PIECE option in the Options Menu to view the next three pieces before they enter play, shown beneath the score. This will help you plan your strategy.
- Hold Piece** ____ With the HOLD option turned ON, you can remove a Tetrimino from the game screen and save it until you need it. Press the R Button to send the desired piece to the hold position, left of the game screen. When you want to use the Tetrimino, press the R Button again. The current Tetrimino will become the hold piece, and the saved Tetrimino will return to the game screen.
- Minos** ____ Occasionally, your mino will appear to show you how it feels about your game decisions.

Pausing the Game

Press START at any time to pause the game and view the following options:

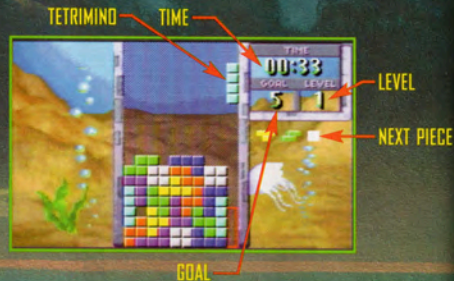
- Resume Game _____ Press the A Button to return to the current game.
- Options _____ Change the game options. See OPTIONS MENU on page 8 for more information.
- Quit Game _____ Quit the game and return to the Main Menu.



GAME MODES

Tetris

The player manipulates falling Tetriminos to form horizontal rows of Blocks, which are then cleared from the Matrix. For every line cleared, the player's Goal will go down by one. Clearing multiple lines earns bonuses toward the Goal. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



Fusion Tetris

In Fusion Tetris the player needs to connect the falling blocks, called Atom Blocks, to the Fusion Block that is buried beneath the Garbage. Clearing a line containing an Atom Block enables Gravity for the Blocks above the Line Clear. Atom Blocks involved in a Line Clear will not clear. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.

There are 15 Levels in Fusion Tetris. For each level, there will be that many rows of Garbage in the Matrix. The player's Goal is to connect 2 x's the Level of Atom Blocks to the Fusion Block.

Example:

Level 1	_____	Connect 2 Atom Blocks to the Fusion Block
Level 2	_____	Connect 4 Atom Blocks to the Fusion Block
Level 3	_____	Connect 6 Atom Blocks to the Fusion Block



Level 15	_____	Connect 30 Atom Blocks to the Fusion Block
----------	-------	--



Hot-Line

In Hot-Line the player will use Tetriminos and Multiminios to clear lines on any of the six apparent lines in the Matrix. These lines are called Hot-Lines. The higher the line, the more of a bonus that will be awarded to the player. If you clear a line that is not on a Hot-Line, you will not receive anything towards the Goal. When no more Tetriminos can fit into the Matrix the player Tops Out.

There are 15 Levels in Hot-Line. The player's Goal is to clear 5 x's the Level in Hot-Lines.

Example:

Level 1	_____	Clear 5 Hot-Lines
Level 2	_____	Clear 10 Hot-Lines
Level 3	_____	Clear 15 Hot-Lines



Level 15	_____	Clear 75 Hot-Lines
----------	-------	--------------------



Square Tetris

The rules for Square Tetris are the same as Tetris, clear lines to reach your Goal. In addition, the player can create Pure and Combo Squares out of the falling Tetriminos. Lines cleared that contain a piece of the 4x4 square earn big bonuses. Also, a T-spin coupled with a line clear will cause certain blocks in the Matrix to Avalanche. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The line clear bonuses are:

Double	_____	+1
Triple	_____	+2
Tetris	_____	+4

T-Spin	+1; Clearing 1 line	+3; Clearing 2 lines	_____	+7
Pure Square	_____			+40
Combo Square	_____			+20

There are 15 Levels in Square Tetris. The player's Goal is to clear 10 x's the Level in lines.

Example:

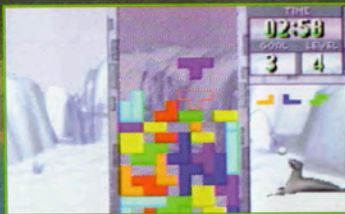
Level 1	_____	Clear 10 lines
Level 2	_____	Clear 20 lines
Level 3	_____	Clear 30 lines



Level 15	_____	Clear 150 lines
----------	-------	-----------------

Cascade Tetris

The objective of Cascade Tetris is the same as Tetris, clear lines to reach your Goal. However, since there is Gravity in Cascade Tetris, clearing a line causes the individual Blocks of left over Tetriminos to fall into the cells below. When these falling Blocks cause another line to clear, a Cascade is achieved. The more Cascades a player can cause with one Tetrimino, the bigger the bonus will be. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The Line Clear bonuses are:

Double	_____	+1
Triple	_____	+2
Tetris	_____	+3

The Cascade bonus is x's 2.

There are 15 Levels in Cascade Tetris. The Player's Goal is to clear 5 x's the Level in lines.

Example:

Level 1	_____	Clear 5 lines
Level 2	_____	Clear 10 lines
Level 3	_____	Clear 15 lines



Level 15 _____ Clear 75 lines

VS. Tetris Setup

Note: See GAME MODES on page 13 for a description of Tetris.

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Comic Mischief
Mild Language

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